

RAHUL KUMAR

Unity Expert | Game Mechanics Expert

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Hanumangarh , Rajasthan

SUMMARY

With comprehensive hands-on experience in Unity game development and a strong creative track record in 3D design and immersive technologies, I am well-equipped to contribute effectively to content creation. Notably, I implemented an innovative character animation system, showcasing my expertise in problem-solving and technical proficiency.

EXPERIENCE

Unity Project

- Created a basic 2D endless runner game, implementing procedurally generated obstacles and responsive controls to deliver an engaging gameplay loop.
- Built a car racing game with realistic vehicle dynamics, designing detailed tracks and integrating gameplay mechanics like lap timing and speed boosts to enhance player engagement.
- Designed a 3D endless runner game, featuring vibrant 3D environments, optimized performance, and engaging mechanics such as power-ups and dynamic obstacles.
- Developed a first-person exploration game in Unity, featuring smooth camera movements, realistic player mechanics, and immersive gameplay elements, showcasing expertise in creating engaging and interactive 3D environments.

EDUCATION

Bachelor of Technology Mechanical Engineering

IIT Mandi

08/2023 - 08/2027 Mandi, India

LANGUAGES

English
Advanced



Hindi
Native



PROJECTS

Unity Procedural Generation Toolkit

Showcased a portfolio of diverse game development projects, including FPS, endless runner, and multiplayer racing games, on GitHub. Explore my work at github.com/RahulKumar.

KEY ACHIEVEMENTS



Successfully completed an FPS shooter featuring intuitive controls, realistic environments, and engaging combat mechanics, significantly enhancing player immersion and game experience.

Describe what you did and the impact it had.



Vr Games

VR shooting range zombie shooter game, integrating advanced mechanics and realistic character animations, reducing development cycles by 20%.



Character Animation System Revolution

Architected and implemented an innovative character animation system, cutting production time by a fifth.

SKILLS

Unity

C#

Level Design

Gameplay Scripting

3D Modeling

Ar/Vr

Game Mechanics

Python

C++